Formula 1™

FORMULA ONE 2003™

OFFICIALLY LICENSED PRODUCT

SONY
COMPUTER ENTERTAINMENT®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-51592-ANZ

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 370KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible • Optional Controller(s): SLEH-00024

Game © 2003 Sony Computer Entertainment Europe. An official product of the FIA Formula One World Championship. "Formula One", "Formula 1", "F1", "FIA Formula One World Championship" and translations thereof are trademarks of Formula One Licensing BV, a Formula One Group Company. Licensed by Formula One Administration Limited, a Formula One Group Company. All rights reserved. Library programs © 1997-2003 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Sony Computer Entertainment Europe.

Formula 1™

FORMULA ONE 2003™

OFFICIALLY LICENSED PRODUCT

ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers/other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the **FORMULA ONE 2003™** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

TWO PLAYER GAMES

Two controllers are required to play the split screen modes in **FORMULA ONE 2003**. Connect the controller for Player One and Player Two into Controller port 1 and Controller port 2 and/or the USB connectors where applicable.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved **FORMULA ONE 2003** data. Make sure there is enough free space on your Memory Card before commencing play.

PROFILE SYSTEM

Up to five individual users can create a named Save Profile to a Memory Card where personal game data can be stored for future access. The first time you try to save progress, the following on screen message will be displayed:

'Would you like to create a new profile? YES NO'

Select **YES** and then select **Create Profile**. Use the directional buttons to highlight a character from the on-screen keyboard and press the ✕ button to confirm. Finally highlight Accept and press the ✕ button to create the new **Save Profile**. When the save is completed successfully, press the ✕ button.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left and right analog sticks. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) should be in analog mode (indicator: red).

IN-GAME CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2)

L2 button
Gear Down

R2 button
Gear Up

L1 button
Launch Control

R1 button
Look Back

↑
Brake Balance (+)

△ **button**
Change View

↓
Brake Balance (-)

○ **button**
Repeat Pit Comm.

←
Traction Control (-)

□ **button**
Brake

→
Traction Control (+)

✕ **button**
Accelerate / Engine Restart

left analog stick
Steer

right analog stick
Accelerate/Brake

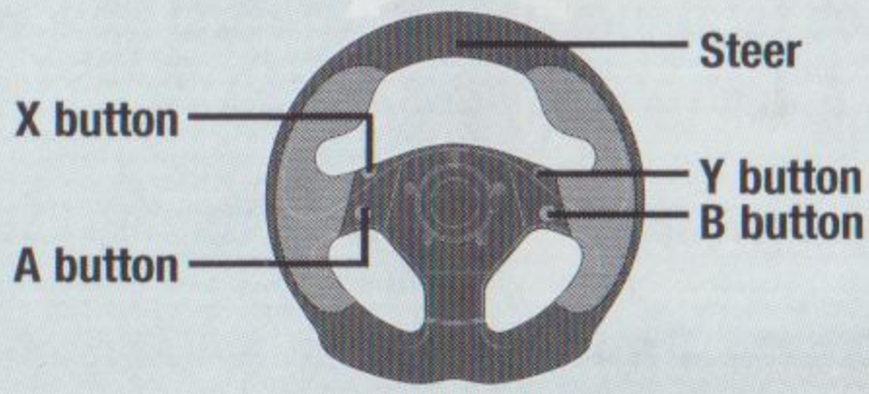
SELECT button
Pit Request

START button
Pause

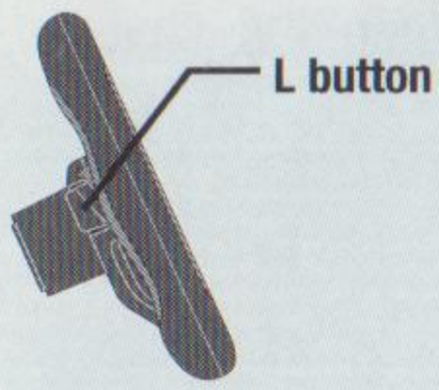
NOTE: The controls listed above refer to the default control 'configuration A'. Two alternative control schemes can be selected in the Analog Controller (DUALSHOCK®2) section of the **Controller Settings** Menu.

LOGITECH GT FORCE™ STEERING-WHEEL CONTROLLER

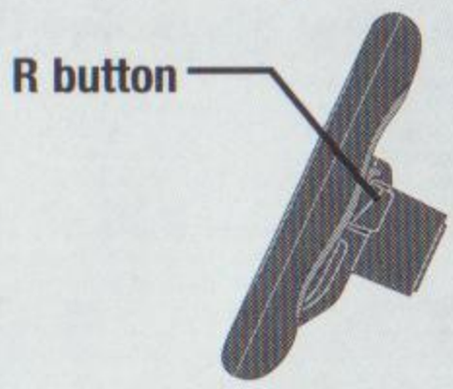
Front view



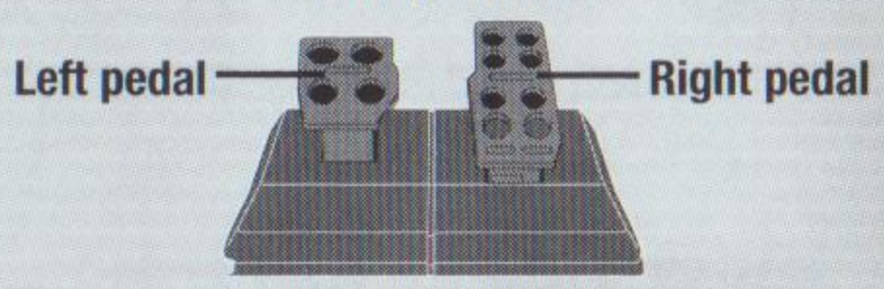
Left view



Right view

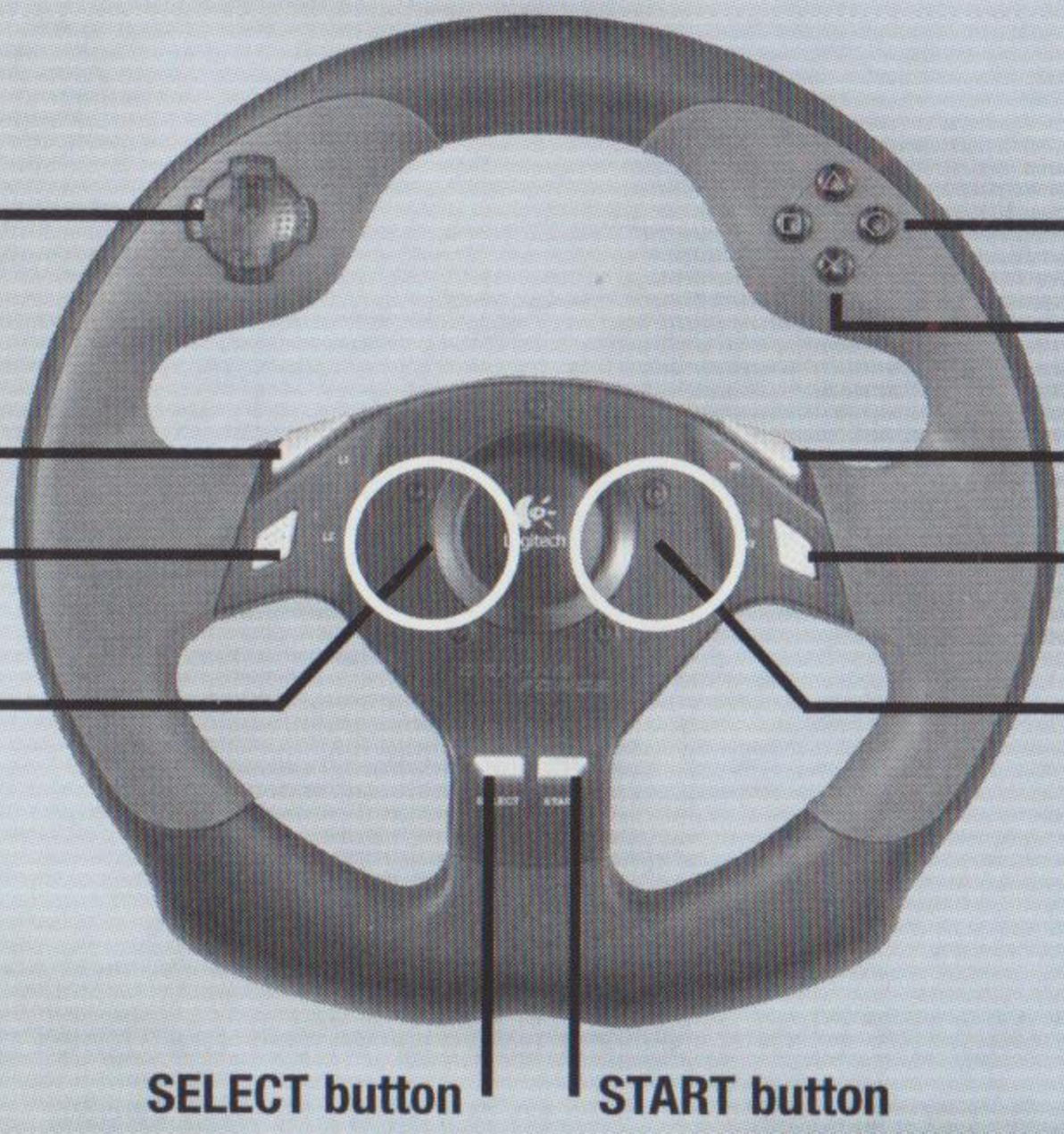


Foot pedals



Left Pedal	Brake
Right Pedal	Accelerate/Engine Restart
X	Brake Balance Shift
X + L	Brake Balance (-)
X + R	Brake Balance (+)
X + A	Pit Request
A + L	Traction Control (-)
A + R	Traction Control (+)
A	Traction Control Shift
Y	Look Back
A + Y	Change View
B	Pause
A + B	Repeat Pit Comm.
L	Gear Down
R	Gear Up

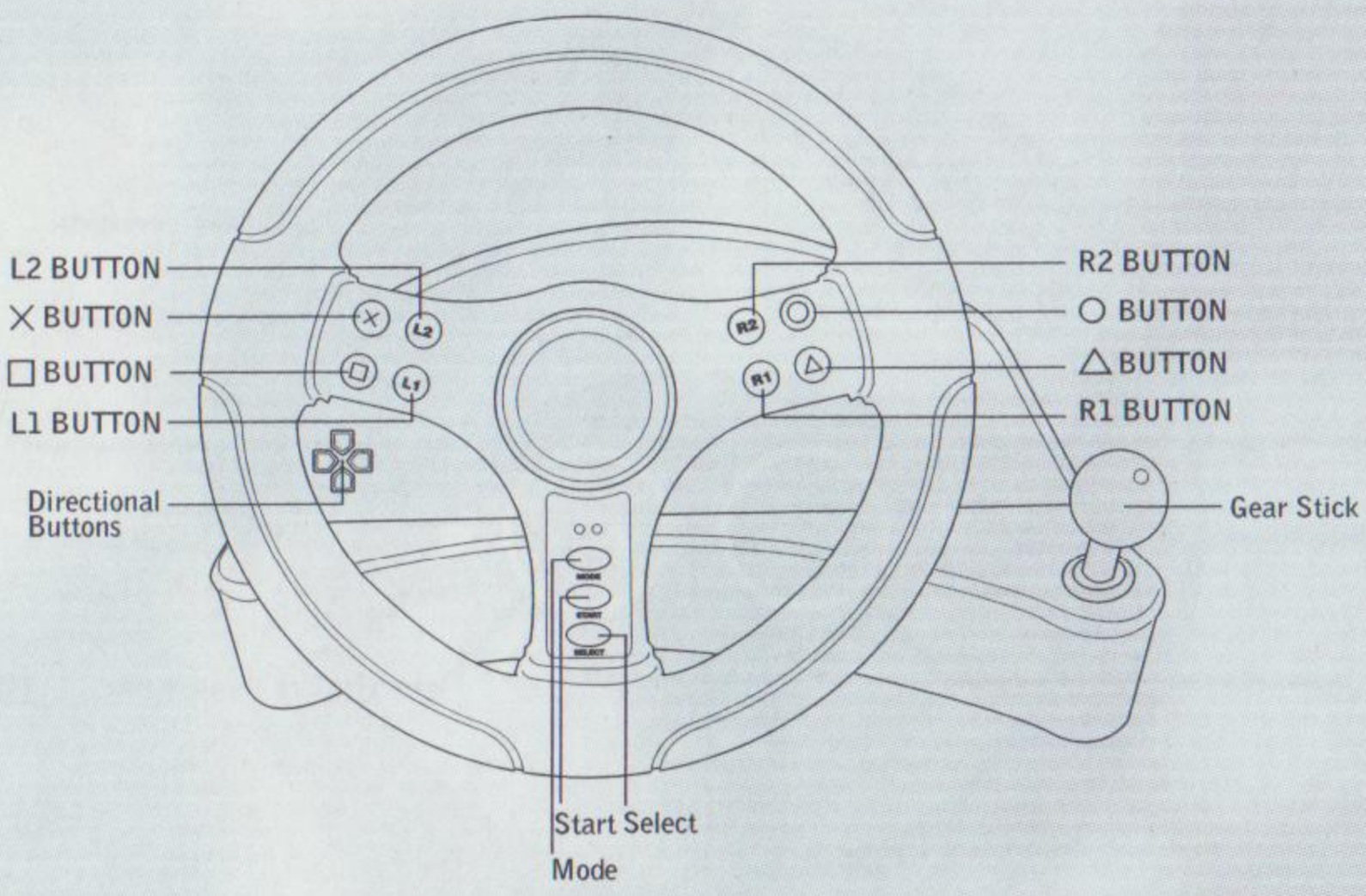
LOGITECH DRIVING FORCE™ STEERING-WHEEL CONTROLLER



Left Pedal	Brake
Right Pedal	Accelerate/Engine Restart
↑	Brake Balance (+)
↓	Brake Balance (-)
←	Traction Control (-)
→	Traction Control (+)
○ button	Repeat Pit Comm.
× button	Launch Control
L1 button	Gear Down
R1 button	Gear Up
L2 button	Change View
R2 button	Look Back
START button	Pause
SELECT button	Pit Request

NOTE: The controls listed above refer to the default control 'configuration A'. Two alternative control schemes can be selected in the Logitech Driving Force™ section of the **Controller Settings** Menu.

SPEEDSTER 2 STEERING-WHEEL CONTROLLER



NOTE: Please ensure that the Speedster 2 steering-wheel controller is in ANALOG mode (indicator: red); to use the controller's pedals to accelerate and brake, press the START button and the △ button together.

Left Pedal	Brake
Right Pedal	Accelerate/Engine Restart
× button	Brake Balance (+)
□ button	Brake Balance (-)
○ button	Change View
△ button	Launch Control
L1 button	Traction Control (-)
L2 button	Traction Control (+)
R1 button	Repeat Pit Comm.
R2 button	Look Back
START button	Pause
SELECT button	Pit Request
↓	Gear Down
↑	Gear Up

NOTE: The controls listed above refer to the default control 'configuration A'. Two alternative control schemes can be selected in the Speedster 2 section of the **Controller Settings** Menu.

USING MENU SCREENS

Press the directional buttons ↑, ↓, ← or → to highlight an option, then press the ✕ button to confirm. To return to the previous menu screen, press the △ button.

STARTING THE GAME

The first screen displayed on boot-up is the **Language** Menu. Press ← or → to highlight your language, then press the ✕ button to confirm. Choose either English, French, German, Italian, Spanish or Finnish.

GAME DATA

Select **Load Game Data** to load a previously saved game file, or **Start New Game** to begin a new game.

After selecting **Start New Game** a short cinematic sequence will be displayed. Press the ✕ button or the START button to skip the sequence and access the Title Screen. From the Title Screen, press the START button to bring up the **Main Menu**.

MAIN MENU

Press ← or → to select one of the following **Main Menu Options: Single Player, Multiplayer, Options, Game Data, Rewards** or **Spectator**.

SINGLE PLAYER

There are several game types to choose from in **Single Player Mode**, catering for racing enthusiasts of every skill level, from novices all the way up to FORMULA ONE experts. Head out on the circuit in either **Arcade Race, Arcade Season, Custom Race, Race Weekend, World Championship** or **Time Attack.**

SINGLE PLAYER - ARCADE RACE

Experience a quick fix of FORMULA ONE™ fun in Single Player **Arcade Race** Mode.

TEAM SELECT MENU

Press ← or → to scroll through the available cars and press the ✕ button to select a team.

DRIVER SELECT MENU

Press ← or → to select a driver. Press the ✕ button to confirm and access the **Race Select** Menu.

RACE SELECT MENU

Press ← or → to scroll through the available circuits. The track lay-out will be displayed to help you make a choice. Press the ✕ button to confirm your selected circuit.

NOTE: When beginning an Arcade Race, you always start from the last position on the starting grid.

SINGLE PLAYER - ARCADE SEASON

Enter a single player arcade racing feast spanning an entire season. Select a team and driver using the **Team Select** and **Driver Select** Menus and head out for the first race of the year!

SINGLE PLAYER - CUSTOM RACE

Set up your own single player race, without a qualifying session, by selecting a number of laps (choose from three to ten), a team and driver using the **Team Select** and **Driver Select** Menus and a circuit using the **Race Select** Menu. You may also customise the race starting positions using the **Grid Setup** Menu – press ↑ or ↓ to select a car and then press ← or → to move it to a new position on the grid. Press the ✕ button to confirm the **Grid Setup** and start your **Custom Race**.

SINGLE PLAYER - RACE WEEKEND

Race Weekend is a single race version of the full World Championship experience and allows you to choose a circuit and engage in a one-off simulation race. Select a team and driver using the **Team Select** and **Driver Select** Menus and a circuit using the **Race Select** Menu to get your Race Weekend underway.

SINGLE PLAYER - WORLD CHAMPIONSHIP

Compete in the 2003 season in its entirety and in sequence from round one in Australia right through to the final round in Japan with all the sessions on each race weekend. The game flow and options are essentially the same as in **Race Weekend** Mode; the only difference is that at the start of the season and at the end of each round the World Championship Screen will be displayed.

WORLD CHAMPIONSHIP SCREEN

Press ← or → to scroll through the following options: **Driver Tables, Choose Session, Save Progression, Skip Race** or **Quit Season**.

DRIVER TABLES

View the current standings in the Drivers Championship.

CHOOSE SESSION

Commence a session from the next round of the Championship. The sessions include **Friday Practice, Friday Qualifying, Saturday Practice 1, Saturday Practice 2, Saturday Warm Up, Saturday Qualifying** and **Race**.

The practice sessions are designed to enable you to find the optimal set-up for your car on a particular circuit, and compare lap times as you make changes. In a qualifying session, one lap is allowed to set a time - Friday's times set the running order for the Saturday session which in turn sets the grid order (Friday's running order is dependent on the championship standings). There is also an extra two hour test slot before Friday Practice for the Jaguar, Jordan, Minardi and Renault teams.

You may visit the garage at any point over the weekend to make adjustments to your car, until the start of the your run in the Saturday Qualifying session. After the Saturday Qualifying session the car may not be touched, meaning it starts the race as it was set up prior to the Qualifying session. Also, whatever fuel load the car is carrying at this point will be the amount it starts the race with, and bear in mind that tyres will be part-worn from Qualifying.

NOTE: Fuel Usage can be switched ON or OFF in the **Simulation Options** section of the **Game Settings** Menu. With Fuel Usage switched ON, your car cannot be refuelled between qualifying and the start of the race. Further information on the 2003 Qualifying rule changes can be found in the Qualifying section, later in this manual.

Garage

Enter the Garage to customize your car set-up. Press ← or → to scroll through the following Garage options:

Fuel	Press ← or → to increase or decrease the fuel load
Tyres	Alter the Tyre Type and Dry Tyre Compound
Brakes	Select a Brake Type
Car Dynamics	Change the downforce applied to the front and rear wings and alter the ride height
Suspension	Set levels for front and rear bump damping as well as front and rear rebound damping
Anti-Roll	Set levels for your car's front and rear anti-roll
Camber	Select front and rear camber levels
Transmission	Select Automatic or Semi-Automatic transmission
Steering	Specify a maximum steering angle
Live Dynamics	Customize forward, central, rearward and default brake balances as well as default traction control
Gear Ratios	Change the ratios of gears one through to seven
Garage	Save your car set-up, load a previously saved car set-up, undo changes or reset defaults

NOTE: When in a Practice or Qualifying session, press the □ button to access the Garage from the Sim Timing Screen.

SAVE PROGRESSION

Save current progress to Memory Card.

SKIP RACE

Skip the next race.

QUIT SEASON

Quit the Championship and return to the **Main Menu**.

SINGLE PLAYER - TIME ATTACK

Race against the clock over ten laps on the circuit of your choice and aim to set the fastest lap time. Break a lap time record to enter your name on the high scores table.

MULTIPLAYER

The game types available in **Multiplayer** Mode include **Arcade Race, Simulation Race, Hotseat** and **Time Attack**.

MULTIPLAYER - ARCADE RACE

Take on a friend in the two player split-screen **Arcade Race** Mode. Each player must select a team and driver and Player One must select a circuit before this head-to-head race can get underway.

MULTIPLAYER - SIMULATION RACE

Enter a Simulation Race and compete for the chequered flag against a friend. Each player must select a team and driver, Player One must select a circuit and may then also alter the grid starting positions before the race begins. The remaining grid positions are taken by CPU-controlled drivers.

MULTIPLAYER - HOTSEAT

The turn-based format of Hotseat Mode enables up to four players to compete on any of the sixteen Grand Prix circuits.

After selecting the number of players, number of laps and turn length, each player selects their team and driver. Once the track is selected, the Hotseat Qualifying process begins. Each player has one lap to set a lap time and qualify for the race. Player One always starts first followed by Player Two, Player Three and Player Four (depending on how many players are selected). During a race each player will control their car for a period of time before handing over to the next player. Regardless of how many players participate, only one controller should be inserted.

MULTIPLAYER - TIME ATTACK

Up to four players can take turns to race against the clock and aim to set the fastest lap time. Break a lap time record to enter your name on the high scores table.

OPTIONS

Press the ✕ button to select **Options** from the **Main Menu**, then press ← or → followed by the ✕ button to select one of the following: **Game Settings, Controller Settings, Display Settings, Audio Settings** or **Language**.

GAME SETTINGS

SIMULATION OPTIONS

Select Rookie, Semi-Pro or Pro standard, and then customise further by turning ON or OFF a number of settings, including damage and brake wear.

WEATHER

Choose from Forecast, Light Rain, Heavy Rain and Sunny weather conditions.

NOTE: Weather settings do not have any effect on Arcade, Time Attack or split screen modes.

SCREEN LAYOUT

Both Player One and Player Two can specify a screen layout style and choose to show or hide on-screen items such as corner markers and the circuit map.

GEAR BOX

Both Player One and Player Two can select either an Automatic or Semi-Automatic gear box.

CONTROLLER SETTINGS

Use the **Controller Settings** Menu to view the default controls for your chosen controller or to select an alternative control configuration. Also, Player One and Player Two may specify a controller priority by selecting either USB Connector or Controller Port.

DISPLAY SETTINGS

Adjust the position of the game screen on your television. Press ↑, ↓, ← or → to position the screen to your satisfaction, then press the ✕ button to confirm the new screen position. You may also select a Screen Aspect Ratio from either Normal Screen (4:3) or Widescreen (16:9).

AUDIO SETTINGS

Press ← or → to increase or decrease the volume of Sound Effects, Arcade Music, Menu Music, TV Commentary and Pit Commentary. Also, select either Mono, Stereo or Surround audio formats.

LANGUAGE

Select an alternative language. Choose from English, French, German, Italian, Spanish or Finnish.

GAME DATA

Use the **Game Data** Menu to load previously saved game data, save current game data, load a previously saved game or load a previously saved replay.

REWARDS

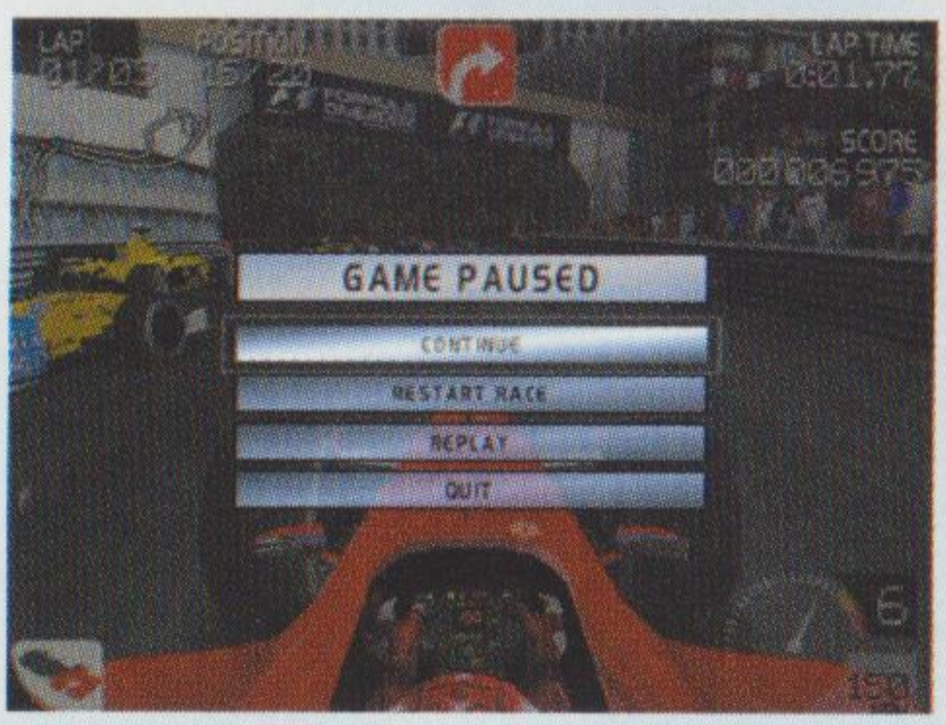
View a range of unlocked FORMULA ONE images and photographs in the Gallery and view the Studio Liverpool staff credits.

SPECTATOR

Watch a full AI race, customise the grid and control the camera selections as the action unfolds.

Press ← and → to scroll through the circuits and press the ✕ button to select a circuit. The **Grid Setup** Menu will then be displayed. Press ↑ and ↓ to highlight the car that you wish to move. Then press ← and → to move the car up or down the grid to the chosen grid position. Once you have arranged the grid to your liking, press the ✕ button to start the race. During a race, press ↑ or ↓ to move between cars and press the ○ button for the next camera view and press the △ button for a previous camera view.

IN-GAME MENU - ARCADE RACE



Press the START button at any time during a race to pause the action and display the In-Game Menu. Press ↑ or ↓ to choose one of the following options and press the ✕ button to confirm your choice:

Continue

Return to the race from where you left off.

Restart Race

Return to the grid positions to commence the race again.

Replay

Replay the action from the last few seconds of the race. Press the START button again during the replay to bring up a sub-menu where you can choose to continue or stop the replay.

Quit

Return to the Main Menu following an on-screen prompt for confirmation.

NOTE: the In-Game Menus for other game modes feature further options such as save game settings and ghost car functions.

PLAYING THE GAME

QUALIFYING

The qualifying session is vital for race preparation and is an integral part of every race weekend. However, a number of new rules have been introduced for the 2003 FIA Formula One World Championship™ season, these are summarised below:

- There are two qualifying sessions – Friday and Saturday
- Qualifying consists of one (only) flying lap per car, with cars running one at a time
- The running order on Friday follows the Championship situation (based on the previous year if it is the first race of the season), with the Championship leader going out first, the driver in second position in the Championship running second, and so on
- The running order on Saturday is determined by the Friday times (which do not count for the grid), so the fastest on Friday runs last on Saturday, the second fastest goes second last, and so on

FLAGS

Each FORMULA ONE race is controlled by marshals who are situated on every corner of the track and pass on vital race information to drivers using a system of flags.

Black Flag

A black flag signals that a driver has picked up a Time Penalty, or has been disqualified from the race.

Time Penalty

Time Penalties are imposed if a driver makes a jump-start before the red lights go out, exceeds the pit-lane speed limit, or ignores blue flag warnings. The driver must serve the penalty within the next three laps by entering the pits and stopping for ten seconds at his garage. This is known as a Stop/Go Penalty.

Disqualification

A driver may be disqualified from the race for failing to serve a Stop/Go Penalty.

Blue Flag

The blue flag is used to warn a driver that he is about to be overtaken by a faster car, and that he must allow the other car to overtake. If a driver does not let the faster car pass, he is liable to receive a Stop/Go Penalty.

Yellow Flag

The yellow flag warns of danger on the track ahead, such as a damaged car, accident or debris. Drivers must slow down and be prepared to stop. Overtaking is forbidden when the yellow flags are displayed.

Chequered Flag

This flag tells the driver that the race is finished.

NOTE: 'Flags/Rules' can be turned ON or OFF in Simulation Options, which is found in the **Game Settings** section of the **Options** Menu.

STRATEGIES

ADVANCED BRAKING/OVERTAKING MANOEUVRES

In the world of modern FORMULA ONE racing, overtaking opportunities can be few and far between. Even so, skilled drivers can use tight corners at the end of a long straight to their advantage by approaching the end of the straight and pulling level with the car they are trying to overtake. In this situation, the driver that brakes last will be able to command the racing line into the corner. This manoeuvre is risky, but could mean the difference between first and second place so is always worth considering.

Often the best strategy is a combination of both aggressive and defensive tactics. Successful drivers will always make the best of unexpected opportunities or mistakes and are willing to ride their luck; but remember, you don't get any points for destroying your car and failing to finish the race.

PIT-STOPS

During a race, pit crews attempt to refuel their car and change tyres in the shortest time possible. However, whilst pit-stops are necessary to maximise the race performance of a car, they cost critical seconds; as well as the refuelling and repair time, seconds are lost due to the speed limit imposed on the pit lane and the length of pit entry and exit roads. Pit-stop strategies could therefore prove vital in determining a driver's finishing position, meaning a number of factors require careful consideration before and during a race. For example, a car carrying a heavy fuel load might not have to stop until later in a race, whereas a car with a lighter fuel load will have to stop sooner, but will benefit from greater acceleration.

During a race, consider the status of your car at all times - sometimes it will pay to be bold and go for the win, at other times a car in urgent need of repair will mean an enforced pit-stop and settling for a points finish. Pushing your car to the limit can be a gamble between taking maximum points and disaster.

CREDITS

Studio Manager	Clemens Wangerin
Head Producer	Phil Quirke-Webster
Head Programmer	Jason Chown
Art Manager	Dave Crook
Studio Communications Manager	Nino Ceraolo
Studio Administration	Lisa Tyler
Associate Producer	Martin Harrow
Lead Programmer	John Young
Lead Artist	Jon Eggleton
Programming Team	Richard Byron, Tom Cooper, Rob Driver, Giles Evans-Pritchard, Vanessa Ibanez, James Ogden, Sean Parkinson, Graeme Thornton, Steve Ward, Darren Wood
Art Team	Neil Charsley, John Dwyer, Gavin Fitzgerald, Jon Kendrew, Gareth Molan, Stewart Shepard, Jay Weston, Adrian White
Design	The Formula One Development Team
Additional Design	Chris Grannel
A.I. Level and Car Dynamic Balancing	Wayne Smith
Graphic Design	John Machin
In-game Music	Gary McKill
Sound Engineer	Michael DeBelle
FMV Creative Specialist	Nick Beedles
MIS	Barry Edwards, Mark Hall
Formula One Management Ltd.	Sharon Garcia, Virginia Della Mura
Packaging image created by	Jon Eggleton

Senior European Product Manager	Colin Thomas
European New Release Manager	Lauren Barry
Manual and Packaging Text	Sam Holding
QA Manual Approval	Stephen Griffiths, Andrew Kennington
QA Manager	Geoff Rens
Internal QA Manager	Dave Parkinson
QA Supervisor	Gary Spencer
Lead Tester	Alan Mawer
Testers	Ian Turnbull, Martin Gibney, Kieran Gaynor, Liam Robertson, Terry Matthews, Jason Platt, Scott Denton, Dave Lyons, Simon King
Lead TRC Auditor	Paul French
TRC Auditors	John Hale, Michael Kennedy
CD Duplication	Craig Duddle, Chris Stanley
Localisation Lead Tester	Domenico Visone
Localisation Testing French	Gaelle Grenapin, Yannick Paulet, Nadege Josa, Nathalie Marchau
Localisation Testing German	Deniz Ulu, Nadine Martin, Katharina Tropf, Sandra Raue
Localisation Testing Italian	Monica Dalla Valle, Domenico Visone, Sacha Fellica, Giorgio Anselmi
Localisation Testing Spanish	Leire Corcuera, Virginia Martin, Jose Flores, Yolanda Akil

Customer Service Numbers

POWERLINE

FOR GAME HELP

• Australia	1300 365 911* *(Calls charged at local rate.)	1 902 262 662* *(Calls charged at $1.98 per min. inc. GST. Get parents' OK to call.)
• Österreich	0820 500 535** **(0.145 Euro/Minute.)	0900 970 111* *(1.78 Euro/Minute.)
• Belgique/België/Belgien	011 516 406 Tarif appel local / Lokale kosten	Le numéro n'est plus en service/Niet langer verkrijgbaar (No longer available)
• Danmark	33 26 68 20 Man-Torsdag 16.30-19.30	33 26 68 20 Man-Torsdag 16.30-19.30
• Suomi	0600–411911 17.00-21.00 ma-to, 0.79 Euro/min	0600–411911 17.00-21.00 ma-to, 0.79 Euro/min
• France	0820 31 32 33 prix d'un appel local - ouvert du lundi au samedi	08 92 68 22 02* *(0,34 Euro/minute)
• Deutschland	01805 766 977** **(0,12 Euro/minute)	0190 578 578* *(0,62 Euro/minute. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-PowerLine die Eltern/ Erziehungsberechtigen um Erlaubnis fragen.)
• Ελλάδα	00 32 106 782 000** **Εθνική Χρέωση	090 11 23 22 00* *Χρέωση κλήσης 0.66 Ευρώ ανά λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel
• Ireland	0818 365065 All calls charged at National Rate.	1550 13 14 15 (R.O.I. only)* *Calls cost 0.74 Euro/minute
• Israel	09 971170	1 800 390 900 ל 17:00 בכל יום מלבד ימי שישי וערבי חג קווי התמיכת פעילים בין השעות 12:00
• Italia	199 116 266 Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto	Non più disponibile. (No longer available)
• Malta	21 344700 National Rate.	21 344700 National Rate.
• Nederland	0495 574 817 Interlokale kosten.	Niet langer verkrijgbaar. (No longer available.)
• New Zealand	09 415 2447 National Rate.	0900 97669* *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).
• Norge	820 75 050 Åpen 8.00-16.00	820 85 050 Åpen 24 timer 12 NOK pr. Min

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.

Customer Service Numbers

POWERLINE

FOR GAME HELP

• Portugal	**707 23 23 10**** **Serviço de Atendimento ao Consumidor/ Serviço Técnico.	**707 23 23 10*** Custo de Chamada Local *Serviço de Ajuda para Jogos
• España	**902 102 102** Tarifa nacional	**902 102 102** Tarifa nacional
• Sverige	**08-587 822 40** Mån-Tors 8-17, Fre 8-15.30 Vanligt lokalsamtal	**08-587 822 25** Mån-Tors 13.00-17.00, Fre 13.00-15.30 Vanligt lokalsamtal
• Suisse/Schweiz/Svizzera	**0848 84 00 85*** Tarif appel national / Nationaler Tarif / Tariffa Nazionale	**0900 55 20 55*** *(SFr 1. -/Minute), (SFr 1. -/minute), (1 Fr.S./minuto.)
• UK	**08705 99 88 77** National rate. Calls may be recorded for training purposes	(No longer available)

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.

www.playstation.com

SCES-51592-ANZ

"PS", "PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. is a registered trademark of Sony Corporation.
All Rights Reserved. Game © 2003 Sony Computer Entertainment Europe. An official product of the FIA Formula One World Championship.
"Formula One", "Formula 1", "F1", "FIA Formula One World Championship" and translations thereof are trademarks of Formula One Licensing BV, a Formula One Group Company. Licensed by Formula One Administration Limited, a Formula One Group Company. All rights reserved.

711719624714